NES-R2-USA

TRADEWEST

R.C. PRO-AM® II

FOUR PLAYER SERIES

INSTRUCTION BOOKLET

T

LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

Official
Nintendo
Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

EPILEPSY WARNING: READ BEFORE USING YOUR NES OR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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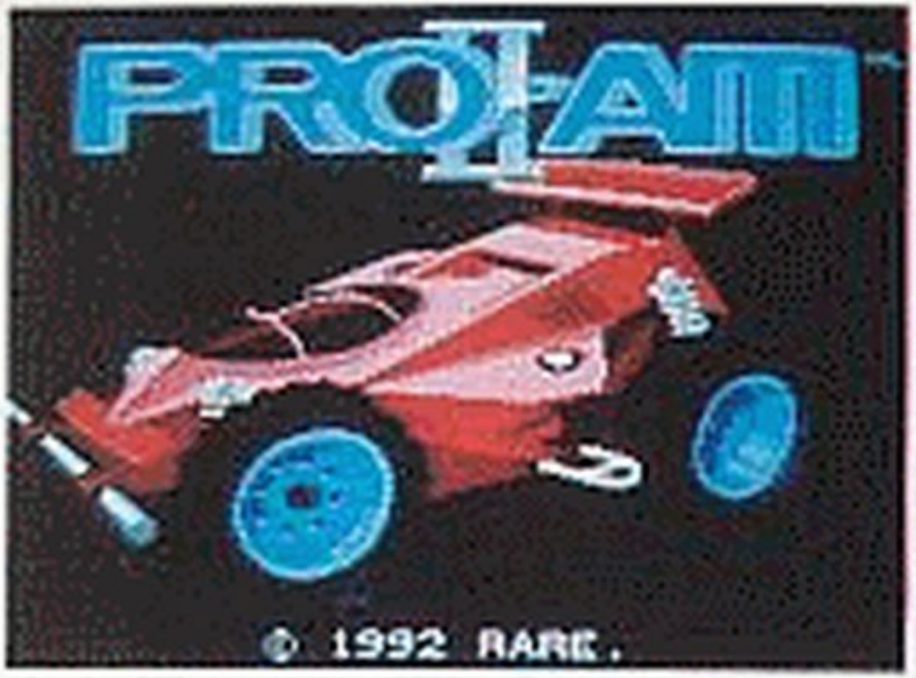
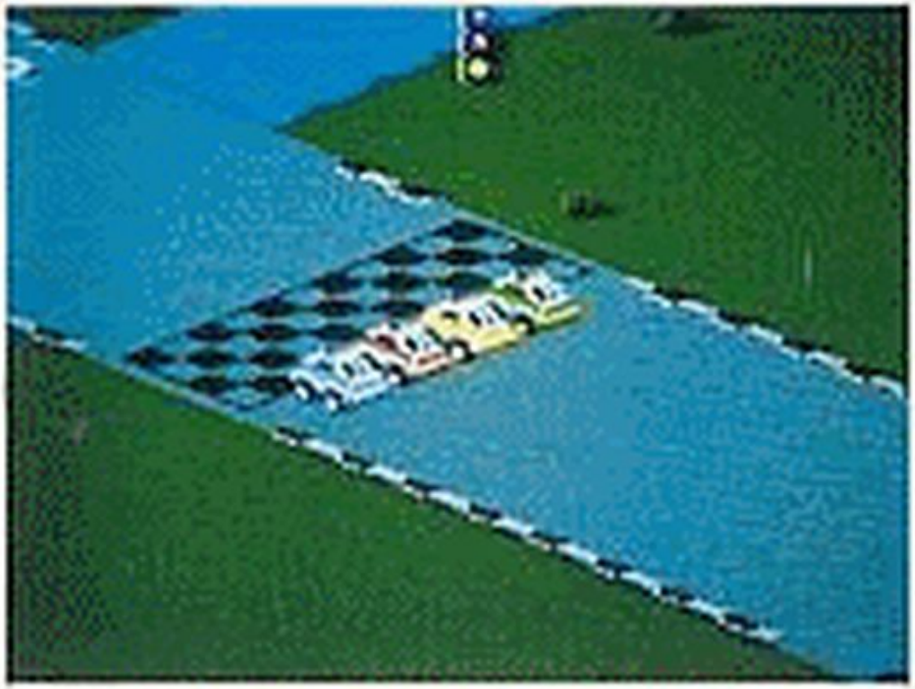
Precautions

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2)Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with bezene, paint thinner, alcohol or other such solvents.
4) Always turn the power off before inserting or removing the Game Pak from the Nintendo Entertainment System.



In the tradition of Pro-Am racing, gear up for the excitement of R. C. Pro-Am II! The challenge is greater, the tracks are faster, and your opponents are better than ever. Feel every turn and hug every corner as your tires squeal and burn their way across the finish line. Fierce competiton awaits you, whether you're pitted against ruthless opponents or unforgiving friends, or if you're gutsy enough to try your luck against the computer! It's not gonna be easy! Be sure to collect items around the track to increase your car's performance and avoid those obstacles that will make you crash and burn! 24 unique levels of championship Pro-Am racing await you. Are you ready to compete in the most intense Pro-Am racing challenge yet?

START YOUR ENGINES



R.C. Pro-Am II is a car racing game for 1 to 4 players. Four cars will be involved in each race, any of which you and your most daring friends may control. The computer will automatically control any vehicle left without a player to control it. When player 1 presses Start on his controller any other players who wish to join in should also press Start on their controllers. After a few seconds the computer will assume that no more players wish to compete, and then the racing fun begins!

At the start of the race the cars will line-up at the starting line. Watch for two red lights and then a green one will follow within seven seconds. If you're the first Pro-Am racer to accelerate after the light turns green, you will get a special power boost and a $500 bonus. But, be careful! Don't accelerate too soon because if you hit that accelerator before the light turns green, you will no longer be eligible for the bonuses.

After you complete each lap during a race, a sign will appear on the top of the screen indicating how many laps you have remaining. The car that crosses the finish line first in the final lap of each race is the winner.

ITEMS ON THE TRACK

Many items will appear on the tracks, some that can be collected and some that must be avoided.

1. AMMO - These flashing stars add one unit of Ammo to your arsenal, but only if you have already purchased a weapon in the R. C. Model Shop. If you have not purchased a weapon, you can earn $100 by running over these stars.

2. COLORED AMMO - These color coded (Red, Blue, Green, Yellow) stars can only be collected if they match the color of your racer.

3. AMMOBOX - Increases your arsenal by five units.

4.DOLLAR\DOLLAR-BAG- Gives $250 and $100, respectively.

5. ROLL CAGE - Makes your vehicle immune to crash damage, but not to weapon damage.

6. CONTINUES - Steer into this racing car icon and you will be awarded an extra continue—you'll need it!

7. COLORED CONTINUES - These color coded continues can only be collected if they match the color of your car.

8. BOMBS - Will destroy your racer unless you can avoid them.

9. WATER/MUD/LOGS - Avoid these obstacles or they'll slow you down.

10. OIL - Slick drivers know this patch is trouble!

11. ICE - Be cool, don't lose control! Steering isn't easy on this slick surface.

PRIZES AND POINTS

Each player will receive cash prizes and championship points after each race is completed. The amounts of these prizes will depend on the finishing position of each player and the bonuses collected on the track.

CASH PRIZES

There are two cash prizes that are awarded following each race: a Position Prize and a Bonus.

The Position Prize varies from race to race, starting off low for the first few races and steadily increasing throughout the game. This will enable you to buy more expensive parts for your car later in the game when you really need them.

The Bonus consists of any money collected from the track and any money stolen from other players during a race.

CHAMPIONSHIP POINTS

Championship points awarded per race are:

1st Place	10 points
2nd Place	8 points
3rd Place	6 points
4th Place	4 points

With cash prizes you can enhance the performance of your Pro-Am racer by purchasing parts and other specialty items in the R. C. MODEL SHOP:

MOTOR- Improves top speed
STANDARD
RED (least expensive)
BLACK
GOLD
HYPER
MEGA (most expensive)

TIRES- Improve your grip

STANDARD
SKINNYS (least expensive)
NOBBLIES
DYNAFIT
SCOOPERS (most expensive)

WEAPONS

BUCKSHOT - Need a little extra cash? Fire this at opponents and run over the stray $100 bags. Easy money!

MISSILES - Launch this weapon at other vehicles and watch 'em fly!

BOMBS - These drop from behind your car and are guaranteed to ward off those annoying tailgaters.

LASER - This powerful ammo will blast your opponents out of your way for awhile.

FREEZE - Puts opponents on ice. Don't stick around until they thaw!

MEGA PULSE PULSER - Reverses your opponents' controls.

EXTRA ITEMS

AMMO - The price of additional ammo increases each time you purchase more for your arsenal. But, don't sweat it if your opponents are buying ammo by the truckload when you're trying to conserve yours -- the price only goes up when you're doing the buying. Also, remember that the better the weapon the less ammo you get.

SHIELDS - Picks up where the Roll Cage leaves off. Your vehicle will be immune to weapon damage, but not to crash damage.

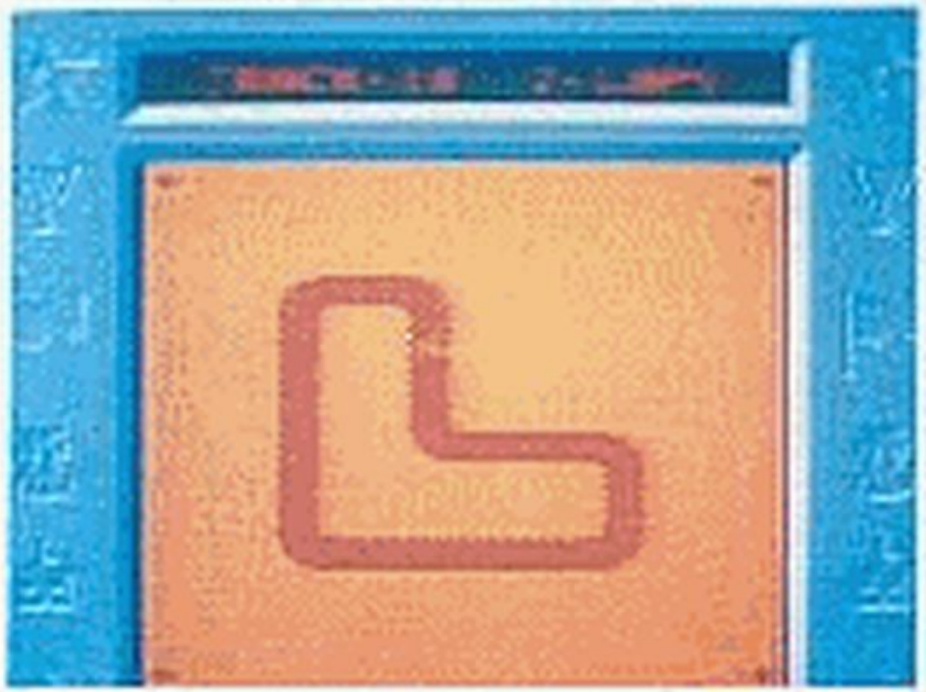
SLICKS- Give those following you the slip.

NITRO - A surge of power for when it's needed most.

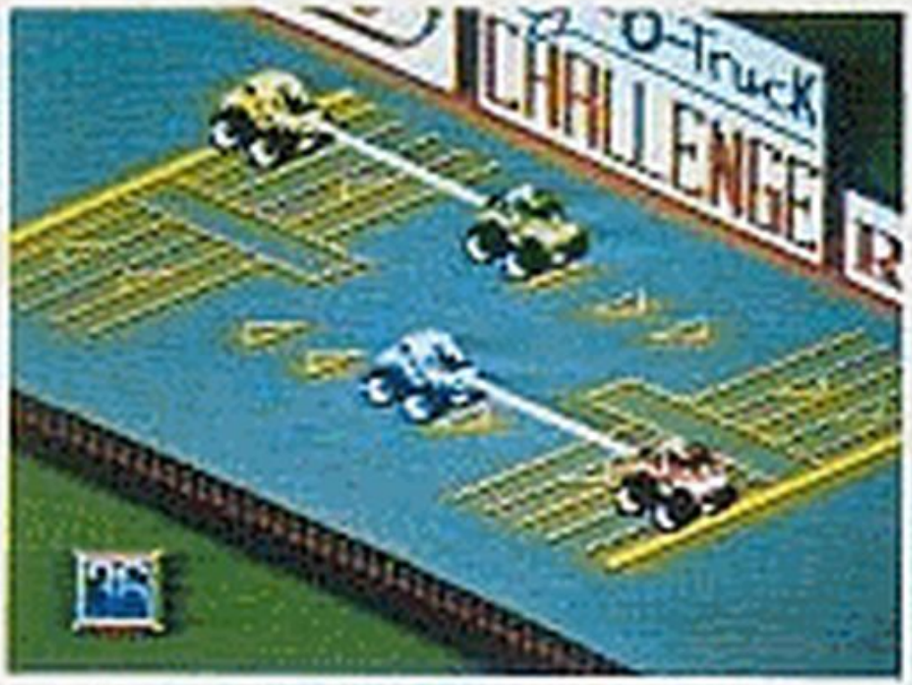
CONTINUE - Purchase this hot commodity before it's too late, but be sure to conserve them because they get more expensive each time you buy them.

LETTERS - Collect the letters on the race tracks. Once you've accumulated those letters that spell "PRO-AM II", your vehicle will be upgraded to a new and more sleek racer with increased speed and acceleration. You can receive up to 2 upgraded racers per game.

THE TRACKS



There are 24 different tracks in R. C. PRO-AM II, 8 tracks over 3 different courses (R. C. Race Tracks, R. C. Cityscape, and R. C. 4x4 Off-Road Tracks). If you prove to be a real hotshot Pro-Am racer and complete these 24 tracks, don't think the game is over yet! You will see some familiar tracks at the end that have become increasingly more difficult -- so don't be fooled!



There are 2 bonus games that will give you the opportunity to win additional cash prizes and championship points.

TUG O' TRUCK CHALLENGE - Press the A and B buttons as quickly as possible until you cross your finish line in the time alloted. You will receive 10 points for each second left on the clock if you win.

THE DRAG RACE - Press the A and B buttons as quickly as possible to race down the drag strip to the finish line. If you're quick enough, you can win a 1-UP.

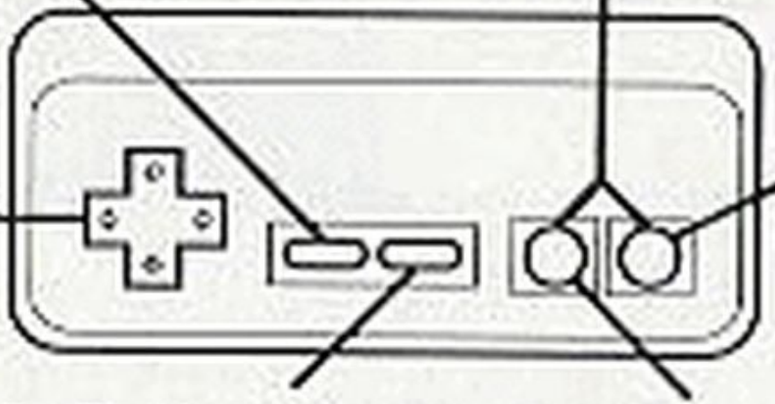
After each bonus game, you will receive cash prizes and championship points, depending on your finishing position:

1st Place	$1000 and 4 points
2nd Place	$ 750 and 3 points
3rd Place	$ 500 and 2 points
4th Place	$ 250 and 1point

The Select button will return you to the main menu in the Model Shop.

Press the A and B buttons rapidly to win the Tug O Truck and Drag Race Bonus Rounds.

Press the Control Pad to steer your car during a race and to scroll through the menus in the Model Shop.



Press the A button to activate extra features and weapons during a race (if your vehicle is equipped with such items) and to upgrade your Pro-Am racer in the Model Shop.

Press the Start button to start a race, to Pause your game and to begin the next race when in the Model Shop.

Press the B button to accelerate during a race and to upgrade your Pro-Am racer in the Model Shop.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interferenceby one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away fron the receiver
- Plug the NES into a different outlet so that computer and reciever are on different circuits.

If necessary, the user should consult the dealer or an expereinced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C., 20402, Stock No. 004-000-00345-4.

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NOTES

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